

DEC 24 1924 ✓

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✓  
WINNING A CONTINENT ✓

Photoplay in 6 reels ✓

✓ By Gustave S. Preller ✓

Adapted and Directed by Harold Shaw ✓

Directed by Harold Shaw

Author of the Photoplay (under section 62)  
Arrow Pictures Corporation of U.S. \*

## "WINNING A CONTINENT"

In 1837, the Dutch settlers in Cape Colony decided to establish a Free Dutch Republic in Natal. The ideals of the United States inspired them.

The leaders are Piet Retief and Karal Landman, who have gathered many families prepared to "trek" north and negotiate with the Zulu King Dingaan. The Faber family join the party. Jan Faber, the son, is in love with Landman's daughter, Johanna, wooed by a "trader" named Jenke. She dislikes Jenke, but returns the love of Jan Faber.

Just before the party starts, Jenke and his partner, Janos, visit Landman and Jenke once more presses his suit. He is again rebuffed and swears vengeance. Jenke and Janos hasten ahead of the settlers and poison the mind of the Zulu king against them.

The band of settlers gather on the banks of the Orange River. The lovers meet and renew their vows.

Far away to the North is the Krall, or village of Dingaan, the great King, who rules with a rod of iron. No cruelty is too black for his savage heart, and among his fierce warriors pity is unknown.

But a missionary has taught some of the Zulus the ideas of truth, mercy and peace. Among those who have learned is a warrior, Sabuza. Especially has the missionary impressed on Sabuza's mind the message "Thou shalt not kill."

Retief is elected leader of the great "trek" and President of the new Dutch Republic. He calls for volunteers to push on and treat with Dingaan. Among the volunteers are two boys eager for adventure. Sabuza accompanies the party, pledging himself to be a brother to these white men who have treated him kindly.

Jenke and Janos, leave their trading station at Port Natal, on the coast, and push across the country. They reach Dingaas's kraal before the Retief party and are received by the King in savage state.

They insinuate that if the King allows settlers to get land, they will rob the Zulus of their cattle.

Dingaan signs a treaty with the Settlers, then orders his fighting men to dance. As the wild whirling figures leap and shake their spears, Dingaan quietly orders a choosen band to seize the whites and carry them without the kraal and butcher them. Sabuza, the friendly Zulu, feigns death and after the blood-stained executioners have retired he flees back to the main party, taking with him the treaty which he finds in Retief's pouch.

Dingaan starts his regiments in pursuit of the settlers and 600 helpless Boers are massacred. The remainder intrench themselves behind their wagons. The Zulus attack again and again, charging the barricade and being shot down by hundreds. The settlers have been joined by three bodies of Boers sent out by General Pretorious, who leads them in person and takes command of the whites. His military skill succeeds finally in repulsing the Zulus, who cannot withstand fire arms. Pretorious taunts them with cowardice. Charge after charge sweeps almost to the wagons, but the steady, disciplined fire of the Boers is too much for them and they return broken and discouraged to their brutal master. His power is destroyed by this fearful defeat and he becomes a wanderer.

Sabuza, after the battle, dedicates his life to vengeance on the faithless King who slew his friend Retief. After long wanderings he finds Dingaan, and after a fierce duel, the King falls, his brutal life ended by the man he had tried to disgrace.

Three years later finds the Boers all settled in their new home. Jan and Johanna have crowned their romance with marriage and the little Church which the pioneers have established in memory of their deliverance is the final scene.



DEC 24 1924

Washington, D. C.

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Washington, D. C.

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Winning a Continent - 6 reels

Respectfully,

FULTON BRYLAWSKI

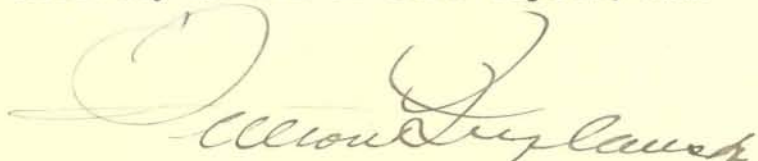
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DEC 27 1924



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